ABOUT THE INSTRUMENT

Rhythmic Odyssey is a flexible and highly-customizable loop-based virtual percussion instrument for Kontakt Player and a huge open-format modular loop library for use with any software or hardware you wish. This deep and stylistically expansive collection focuses on dynamic live tuned and untuned percussion performances by British instrumentalist and media composer David Oliver.

David has unleashed his massive collection of drums, percussion and rare world instruments, with powerful, authentic and spirited performances that are carefully and perfectly hand-crafted for easy direct use in films, games and all other forms of multimedia. He captured an incredible variety of percussion instruments and objects, exploring everything from drum kits to raw pine tree logs. You can skip ahead to **pages 25 - 49** to see a visual key of the more than 130 distinct instruments that David recorded for Rhythmic Odyssey.

This library spans a huge range of styles and genres, from traditional ethnic arrangements and combos, to raw, hard-driving percussion beds and huge rock grooves. Each song is a tonally rich and creatively inspired piece, with

unique arrangements and exotic instrumental selections from all over the world. This enormous variety of sounds and rhythmic variations is powered by an innovative interface and powerful engine features to provide you with a massive tool box and endless creative possibilities.

Each of the 100 of David Oliver's original rhythmic compositions included within this library has been broken down into up to a dozen modular seamless loops, with natural musical development and dynamic progression evolving naturally from intro and build-up to climactic release. These building-blocks are further deconstructed into distinct sub-mix and solo instrumental tracks in the Multitrack preset, allowing you to mix and match elements to create your own unique layered rhythmic combinations.

The built-in loop browser lets you filter your search by style and instrument keywords, tempo and time signature and you can even star your favorite loops for instant recall. Once you load your loops into the slot grid, you can tweak each loop down to the individual transient slice, with playback direction, slice order, ADSR and custom step -automation sequencing for volume, pitch, pan, filter cutoff and resonance parameters that you can freely draw with your mouse.

A full non-encrypted multi-track wav library is also included, so you can use the loops in any DAW, sampler, plugin or hardware unit that supports 24bit/48kHz stereo wav files. In the wav library, each track's loop collection is split into an average 8 discreet solo/sub-mix tracks, as well as wet and dry stereo master tracks. The wav library includes a grand total of **6648** loops! We've also included long human-readable sample names and a detailed loop database in the Documentation folder to make searching and custom arrangements as convenient as possible.

CREATIVE CONTROL FEATURES

As always, we've packed our custom user interface with lots of great sound-shaping controls that give you the flexibility to warp the shape in many ways. The Stereo Master Kontakt preset is convenient and ram-efficient, giving you instant plug & play access to fully-mixed broadcast-ready percussion beds, so you can get right down to business. The GUI offers you a full feature set of deep sound-shaping tools and macros to radically transform the sonic flavor and customize your workflow. It's easy to jump in and play, but if you like drilling down to control and customize every sonic detail, the power is yours.

The Multitrack Kontakt presets allow automatically tempo-synching loop step-sequencing and playback for up to four sub-mix tracks, with deep user control over performance parameters, DSP effects, modulation and automation down to the level of individual transient slices. And if you want even more control over track effects, signal routing and resource use, you can load each of the tracks as a separate Kontakt instrument preset.

The user interface controls are rounded-out by our modular FX rack window, with 18 different DSP effect modules that you can assign in any of 10 available slots, in any order that you wish. You'll find classic phase, flanger, delay, distortion, amp and cab simulators, compressors, EQ, rotator and so much more.

The Reverb effect includes **99** of our own convolution reverb impulse response presets. Each one was captured live in a real-world location. We captured a huge variety of different rooms, halls, chambers and outdoor environments, along with an additional **40** unique, strange and creative special effect impulses to completely transform the sound and open up whole new worlds of musical possibility. We hope you enjoy!

This library is Made for the free Kontakt Player and full edition of Kontakt, so anyone can use it. You can also add

it to the Libraries rack and if you're a Komplete Kontrol user, this library is built and encoded for the Native Instruments NKS Standard, so you can use this library with all S-Series keyboards and Maschine hardware. Rhythmic Odyssey owners are also automatically eligible for a big discount on a cross-grade to the full edition of Kontakt. Click here for details!

LIBRARY CONCEPT

Diverse groove, suspense, pulse, flow and textures are often occurring themes in David's recordings in his quest to create adventurous rhythms. David explores rhythmic ideas that are often off the well trodden path as well as familiar simple and complex. Inventive organic ensemble hand & stick drum and percussion performances lead him on a musical recording journey with Sound Iron to create a unique Kontakt library resource kit specifically designed for composers at all levels. With the understanding that composers like to work fast and intuitively this library is designed to both inspire musical creativity and bridge that feel gap between midi percussion programming and live performance.

After consultation with some well-respected film composers, a pattern emerged that the sounds and performances in his percussion library needed to include a broad range of styles, complexities and world music genres, with plenty of scope for rearranging and editing. They also needed unique expressive endings with decay and suspense, making the collection stand out from other 'loops only' libraries. This project is a natural extension of the style that David has been exploring for years, so his instrument and rhythmic choices have enabled him to express his signature style, experience and imagination on a much grander scale, embarking on a two-year journey which has culminated in Soundiron's *David Oliver's Rhythmic Odyssey.*

Every instrument and ensemble performance has variation throughout. When listened to in their original tempo, clip order and length, you can hear the natural sense of build, ebb and flow and crescendo or fall off. Variation in performances throughout each piece and meticulous editing make this collection a valuable resource for composers needing to add spice to or fundamental impact in their own distinctive recordings.

The aim is to evoke the listener to journey across cultural borders, expansive ambient plains, through dense jungles and mountainous peaks in cinematic dramas through pulsing grooves to dramatic crescendos with suspenseful endings and fall offs which are unique in its library category.

RECORDING HARDWARE

The recording was done by David in his converted barn studio in Somerset UK with; Logic Pro X for Mac - Focusrite Scarlett 18i20 - Focusrite OctoPre MK2 pre amp. Microphones include; Audio Technica AE2500 - Aston Origin - AKG C1000S - Shure PG 81 - Shure SM58s - Sontronics STC1 stereo pair - Sennheiser Evolution E604 - AKG D112.

DAVID OLIVER

is an esteemed percussionist known for his brilliant and expressive soundtrack work on numerous award winning films and television programs.

Working from his studio in Somerset, UK, he has an intuitively inventive approach which first brought him to the attention of multiple award winning composer William Goodchild in 2012.

David went on to create rhythm ensemble recordings for **National Geographic** wildlife documentary **Ultimate Honey Badger**.

It was a fruitful first collaboration and received the highest number of Nat Geo views in its category in the history of the channel in 2014 (Earth Touch News Network Jan 9 2014).

This was the start of a string of award winning collaborations notably **Africa's Giant Killers** (BBC Natural World 2015) and **Jago: A Life Underwater** (James Morgan Films, co-Directed by James Reed 2015) - Winner of Jackson Hole Grand Teton Award and Wildscreen Panda Award 2016. Other collaborations of note include with Emmy award winning composer Barnaby Taylor for **Elephant Family And Me** (BBC Natural World - 2016) and **Ghost of the Mountain** (Disney Nature - 2017). See www.davidolivermusic.com for more details.

David is an avid rhythmic explorer who has made a number of his own percussion instruments such as UDU, bamboo slit drums, rainsticks and waterdrums. He is a keen proponent of music for well being and regularly performs live.

David conceived the idea of a multi-stemmed library of organic rhythmic combinations in the summer of 2016 following conversations with prominent composers wishing to harness his sounds and performances at their fingertips.

He invited the Soundiron team to collaborate In the Spring of 2017. Together they formulated the scope of the project to maximize its creative potential to ensure optimum versatility and functionality in Kontakt and deliver a unique and exciting bundle of world rhythmic loops to inspire your musical creativity.

David Oliver's **RHYTHMIC ODYSSEY**

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David Oliver's
RHYTHMIC ODYSSEY

- An expansive and exotic percussion groove library expertly performed by renowned instrumentalist David Oliver.
- Master Stereo, Multitrack and sub-mix presets
- Multitrack loop sequencing, with custom FX and sound shaping options for each slice.
- 6,648 Stereo Samples
- 12.6 GB Installed
- 24-bit, 48 kHz Stereo Lossless NCW Format for Kontakt presets
- 24-bit, 48 kHz Stereo PCM Wav Format for the Unlocked Wav Library to use in any DAW.
- A flexible, intuitive user interface with pro features and deep customizability.

Note: Native Instruments Kontakt Player or Kontakt (full version) required, version **5.7.3** or later. Windows 7 (or later) or OSX 10.10 (or later) is required..
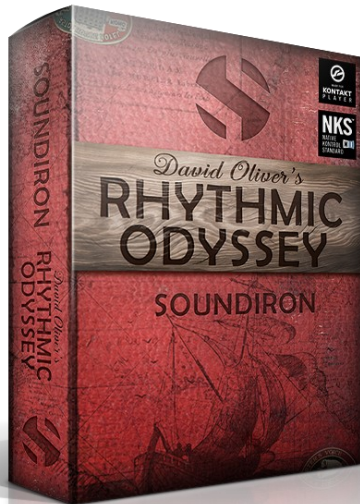
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This library has been licensed for use in the free Kontakt Player, virtual instrument engine. It can be used in Kontakt Player or the full retail version of Kontakt (version 5.7.3 or later) for VST, AU or AAX instrument plugin formats. You can add this product to the Kontakt "Libraries" browser. It requires online serial number registration through Native Instruments' Native Access app. This library is fully compatible with Komplete Kontrol and all S-Series Keyboards by Native Instruments. Buying Hyperion Strings Micro also automatically qualifies you for a great cross-grade discount toward the full unlocked version of Kontakt through Native Instruments!

SYSTEM REQUIREMENTS

This library requires Native Instruments **Kontakt Player version 5.7.3 or later**, or the full retail version of **Kontakt version 5.7.3 or later**. The sample files are compressed to lossless 48kHz and 24 bit NCW audio format. Please read all instrument specs and software requirements before purchasing this or any other Soundiron products. **You must have at least Windows version 7 or later, or Apple OSX 10.10 or later.**

Many instrument presets in this library are extremely system resource intensive. We highly recommend that you have a 64-bit operating system (Windows or OSX) with *at least* 3GB of system ram, a multi-core cpu and a 7200 rpm SATA or SSD hard disk before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on some older machines and audio devices.

FIDELITY

Natural sonic impurities from body and clothing movement by the performer sounds may be present in some samples. These performance sounds are natural and unavoidable. Therefore, please keep in mind that this library isn't designed to provide perfectly sterile results.

Our goal is to preserve and accentuate the natural live qualities in our instruments without sucking all of the life out of them for the sake of clinical perfection.

LIBRARY ACTIVATION

1. If you don't already have Kontakt 5 or the Kontakt Player installed, download the Free Kontakt Player (WIN / OSX) from the Native Instruments website. You need Kontakt or Kontakt Player version 5.7.3 or later to use this library:

https://www.native-instruments.com/en/ products/komplete/samplers/kontakt-5-player/

2. Please download the library from our server and unpack it completely before trying to install it. You can find full instructions in the download email we send you after your purchase.

3. Make sure all instances of Kontakt are closed and launch Native Access. It is a special program that is automatically installed by Kontakt. Once it is open, find the "Add a serial" button and click it.

4. Next, copy your serial number from the download or serial number email we sent you after your purchase. This registration process is necessary to allow Kontakt and the NI Native Access to activate the product. You usually only need to do this the first time you add and activate this Library.

5. On the next screen after registering your serial number, click the Browse button to the right of the library name. This will allow you to select the folder location that you chose to install this library on your hard drive. Select the folder and then press INSTALL on the next screen to complete the process.

6. Exit Native Access and launch Kontakt. Go to the "Libraries" tab in the Kontakt browser window, located in the upper left area of Kontakt window, just to the right of the "files" tab. You should see this library as a new tile in the Libraries window.

7. You can find the instrument presets by clicking the Instruments button on this library's tile in the Libraries window. You can also browse and load the included .nki presets using the Files, Quickload or Database browser windows in Kontakt, or through the main File load/save menu.

8. Please allow any current preset to finish loading completely before loading a new one.

David Oliver's **RHYTHMIC ODYSSEY**

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TROUBLE-SHOOTING

If you have trouble activating and registering the library, make sure that you have full unrestricted Administrator account permissions to change your system registry.

Also check to make sure that your security software is not preventing Kontakt from freely accessing the internet and your registry. You may also need to manually set a full exception and/or special access permissions in your security suite or operating system for Kontakt and Native Access.

KONTAKT PRESET LOADING

Once installation is complete, you can browse and load the included .nki presets using the Libraries window, Files Browser or Quick Load Window in Kontakt. You can load Kontakt as a virtual instrument plugin inside your host sequencer or as a stand-alone application.

AUTOMATION

Most knobs, buttons and sliders in this library can be automated by midi continuous controller or by using host automation envelopes in your DAW. To assign any interactive control knob, button or the Sound Selection Menu to a midi CC, you can right-click the control (command-click on OSX) and select the "Learn MIDI CC# Automation" button that appears. Then move your desired midi hardware control to link it.

To assign the control to a host automation ID, use the "Auto" automation routing window in the left side Kontakt browser area to drag-drop an automation routing number onto the control you wish to lock it to.

David Oliver's **RHYTHMIC ODYSSEY**

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KONTAKT INSTRUMENT HEADER

The top area of the user interface includes default instrument controls that are common to all Kontakt instruments.
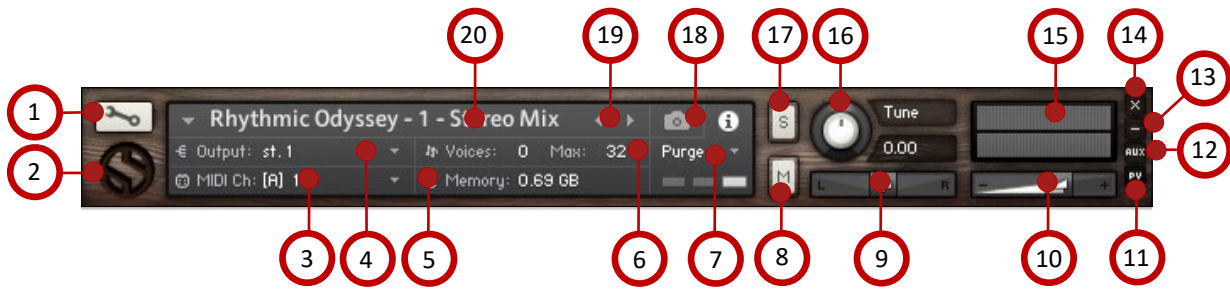
1 - OPEN INSTRUMENT EDITOR button
Click on this to view and edit the internal settings and programming of this instrument. Be careful making internal changes unless you're an experienced Kontakt user, as changes here can easily disable the entire instrument.

2 - CLOSE MAIN CONTROL AREA button
Click the S icon to collapse the "Performance View" and just show the Kontakt instrument header bar, as seen above.

3 - MIDI INPUT menu
Click the down arrow to route the audio from this instrument to select a midi input source. By default, you can choose Omni to allow the instrument to respond to midi messages and notes on any midi channel, or you can choose a specific midi channel number to control the instrument.

4 - OUTPUT menu
Click the down arrow to route the audio from this instrument to any available Kontakt plugin output. You can adjust Output mix and Insert FX settings by showing the main Output window in Kontakt at the bottom of Kontakt (Press F2).

5 - MEMORY USE display
This displays the amount of system RAM used by the samples and other data required by this instrument.

6 - VOICE COUNT AND MAX LIMIT values
This displays the number of voices currently playing on the left and the maximum number of voices that can play before voices are automatically culled. High voice counts can slow down your CPU and cause crackling, popping and other issues. The safe number of voices will vary greatly based on other programs running, the core count and speed of your CPU, available ram, hard drive speed and other factors.

7 - PURGE menu
This menu allows you to purge samples from RAM or reload them.

8 - MUTE button
This mutes the instrument.

9 - PAN slider
This pans the output left or right in the stereo field.

10 - MAIN VOLUME slider
This controls the output volume for the instrument.

11 - PERFORMANCE VIEW button
This button collapses the "Performance View" to just show the instrument header bar, as seen above.

12 - AUXILLARY SENDS button
This opens the Auxiliary Send mixer, allowing you to route signal to the Aux Sends in the main Kontakt Mixer window (Press F2).

13 - MINIMIZE ALL button
This collapses the entire instrument UI down to a thin strip.

14 - CLOSE button
This closes and removes the instrument from the rack.

15 - SIGNAL METERS
This displays the current signal level during playback.

16 - TUNE knob
This controls the global pitch, by semitone increments up to +/- 36. Hold the shift key down while dragging the knob to adjust pitch in 1 cents (1/100th of a semitone). This is separate from the layer pitch settings in the instrument UI.

17 - SOLO button
This solos the instrument and mutes all others in the rack.

18 - SNAPSHOTS button
This allows you to save and load snapshot presets for this instrument. Click the " i " button to close the menu.

19 - PREVIOUS / NEXT PRESET buttons
These arrows let you skip to the previous or next available preset within the same folder. Be aware that any settings you've changed will be lost, so we recommend saving a snapshot after making any changes if you wish to be able to load them again later.

20 - PRESET NAME value
This shows the currently loaded preset name.

MASTER STEREO MIX PRESET

The main user interface provides you with a complete set of clip and beat slice sound-shaping controls. These controls are the same for the 4 individual Track presets.


The top **Clip Slots** area includes 48 slots that you can load loops into. Each slot has persistent settings, including per-slice parameters, time/tempo sync engine and timing options, slot order, filter settings, ADSR envelope controls and access to the Clip FX chain, Browser window and full FX module rack tab. Check out the following pages for detailed descriptions for each control and menu. There are special keyswitches that you can also use with this preset to control clip selection, playback and individual slice triggering. **See Page 16 for more info.**

CLIP CONTROLS

This area includes the main waveform display, slice parameter graphs, value displays and the clip browser controls. These settings are saved with the clip, allowing each clip to have its own persistent settings.
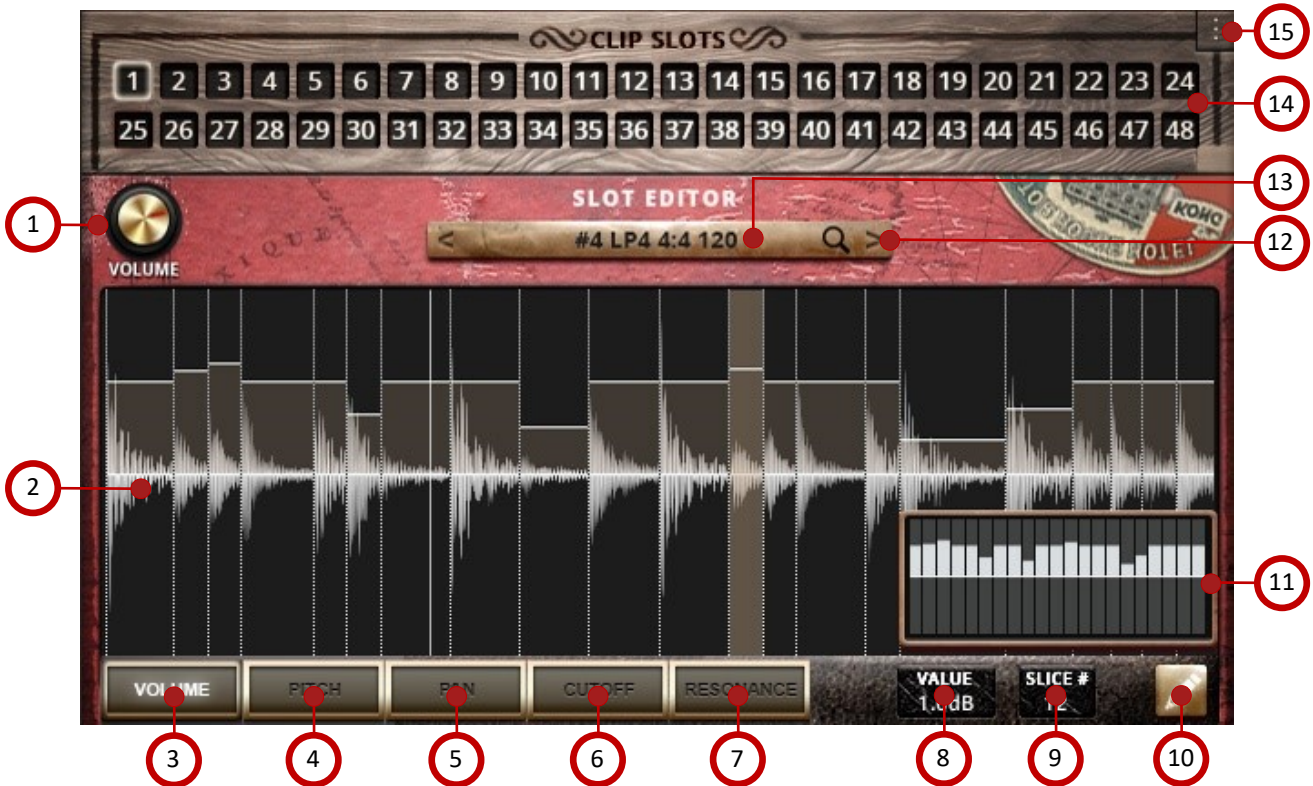
1 - VOLUME knob
This controls the volume of the currently loaded clip.

2 - WAVEFORM window
This displays the waveform for the current clip and allows you to select individual slices of the beat.

3 - VOLUME step sequencer graph button
This shows the volume graph in the Waveform window.

4 - PITCH step sequencer graph button
This shows the pitch graph in the Waveform window.

5 - PAN step sequencer graph button
This button shows the pan graph in the Waveform window.

6 - CUTOFF step sequencer graph button
This shows the filter frequency cutoff graph in the Waveform.

7 - RESONANCE step sequencer graph button
This shows the filter resonance graph in the Waveform window.

8 - VALUE display
This shows the current slice value for the currently shown parameter graph (Volume, Pitch, Pan, Cutoff, Resonance).

9 - SLICE Number
This display shows the currently selected slice number.

10 - QUICK DRAW button
This opens the quick draw graph for the current parameter.

11 - QUICK DRAW graph
This pop-up window lets you quickly draw across all steps for the current parameter graph with your mouse.

12 - NEXT/PREVIOUS CLIP arrows
These left and right arrow buttons let you load the next or previous available clip.

13 - BROWSER menu button
This button shows you the currently loaded clip. Clicking it opens up the clip browser window. **See Page 11 for details.**

14 - CLIP SLOTS grid
This preset grid includes 48 clip slots that you can load with any of the many loops included in the Browser's clip list. To change the clip assignment for one of the slots, click on the slot number and then choose a new clip from the Browser.

15 - MACRO menu
This menu provides several time-saving macros:

- **Fill All Slots Randomly** assigns a random clip to all slots.
- **Randomize Slice Volume** applies random Volume values to all of the slices in the current clip slot.
- **Randomize Slice Pitch** applies random Pitch values to all of the slices in the currently loaded clip slot.
- **Randomize Slice Pan** applies random Pan values to all of the slices in the currently loaded clip slot.
- **Randomize Slice Cutoff** applies random Filter Cutoff values to all of the slices in the current clip slot.
- **Randomize Slice Resonance** applies random Resonance values to all slices in the currently loaded clip slot.

MAIN TRACK CONTROLS

This part of the GUI includes the clip engine playback options, filter and ADSR controls. These controls are the same for the Master Stereo preset, as well as the 4 individual Track presets.
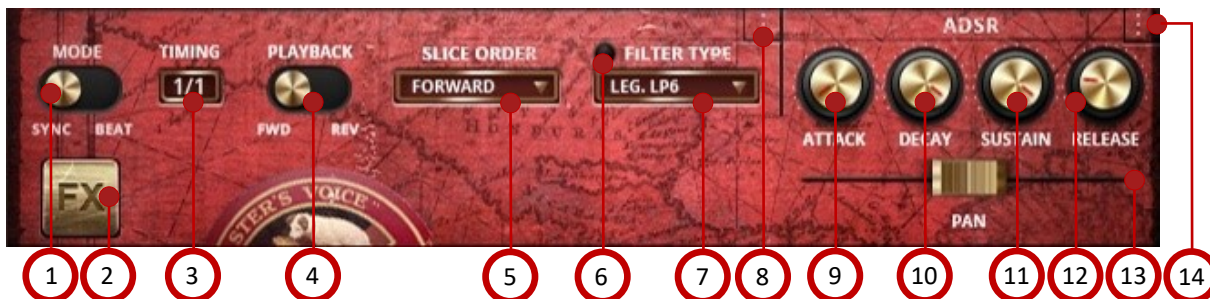
1 - BEAT / SYNC tempo lock mode switch

This selects the Kontakt tempo-syncing engine mode to use.

- **Sync** mode stretches slices based on the tempo, so there are no gaps between slices. This works best for complex rhythms and tempos slower than the original clip tempo. However, using this mode with rhythmically simple clips and tempos more than 25% slower or 10% faster than the natural clip tempo are likely to result in glitches, stuttering effects and other unpredictable results. It also requires more system resources.

- **Beat** mode separates slices and locks them to tempo without changing the speed of each slice. This works best for simple rhythms at tempos close to the original clip tempo. However, complex clips and tempos more than 10% slower or faster than the natural tempo are likely to result in uneven or unpredictable results. This can work well for simple rhythms at tempos close to the original clip tempo. However, rhythmically complex clips and tempos more than 10% slower or 25% faster than the natural clip tempo are likely to produce undesirable results.

2 - FX window pop-up button

This pop-up button opens the track effects window. See Page 15 for more details about this window.

3 - TIMING menu

This menu selects a time signature multiplier, to set clip playback to half-time, regular time and double-time modes.

4 - PLAYBACK DIRECTION switch

This controls sample playback direction. FWD lays the sample in the normal forward direction. REV plays the clip audio back in reverse.

5 - SLICE ORDER menu

This menu selects slice playback order, allowing you to play slices from first-to-last, last-to-first or in random order.

6 - FILTER ON / OFF button

This radio button turns the clip filter on or off.

7 - FILTER TYPE menu

You can choose between 12 filter types to apply to the clip.

8 - CLIP SETTIGS MACRO menu

This menu provides several time-saving macros:

- **Copy Options** copies all of the Clip engine, filter and time settings.

- Once you Copy Options and then select another clip in the Clip Slots grid, a **Paste Options** item will appear in the macro menu, allowing you to paste your copied settings from one clip to another.

- **Copy Options To All Slots** lets you apply your current clip settings to all Clip Slots.

- **Reset Options** returns the current clip to default.

9 - ATTACK knob

This knob controls Attack for the slices in the current clip.

10 - DECAY knob

This knob controls Decay time for the slices in the clip.

11 - SUSTAIN knob

This knob controls the Sustain level for the current clip.

12 - RELEASE knob

This knob controls the slice Release time for the clip.

13 - PAN slider

This controls the stereo pan position for the slices in the current clip.

14 - ADSR macro menu

This menu provides time-saving macros for ADSR controls:

- **Copy ADSR** copies all of the Clip ADSR settings.

- Once you Copy ADSR and then select another clip in the Clip Slots grid, a **Paste ADSR** item will appear in the macro menu, allowing you to paste your copied ADSR knob values from one clip to another.

- **Copy ADSR To All Slots** lets you apply your current clip ADSR knob values to all Clip Slots.

- **Reset ADSR** returns the current clip ADSR values to default.

David Oliver's **RHYTHMIC ODYSSEY**

SOUNDIRON

CLIP BROWSER

The Clip Browser window can be opened by clicking on the Clip's Browser button (or magnifying glass icon) above the Waveform window on the main panel .
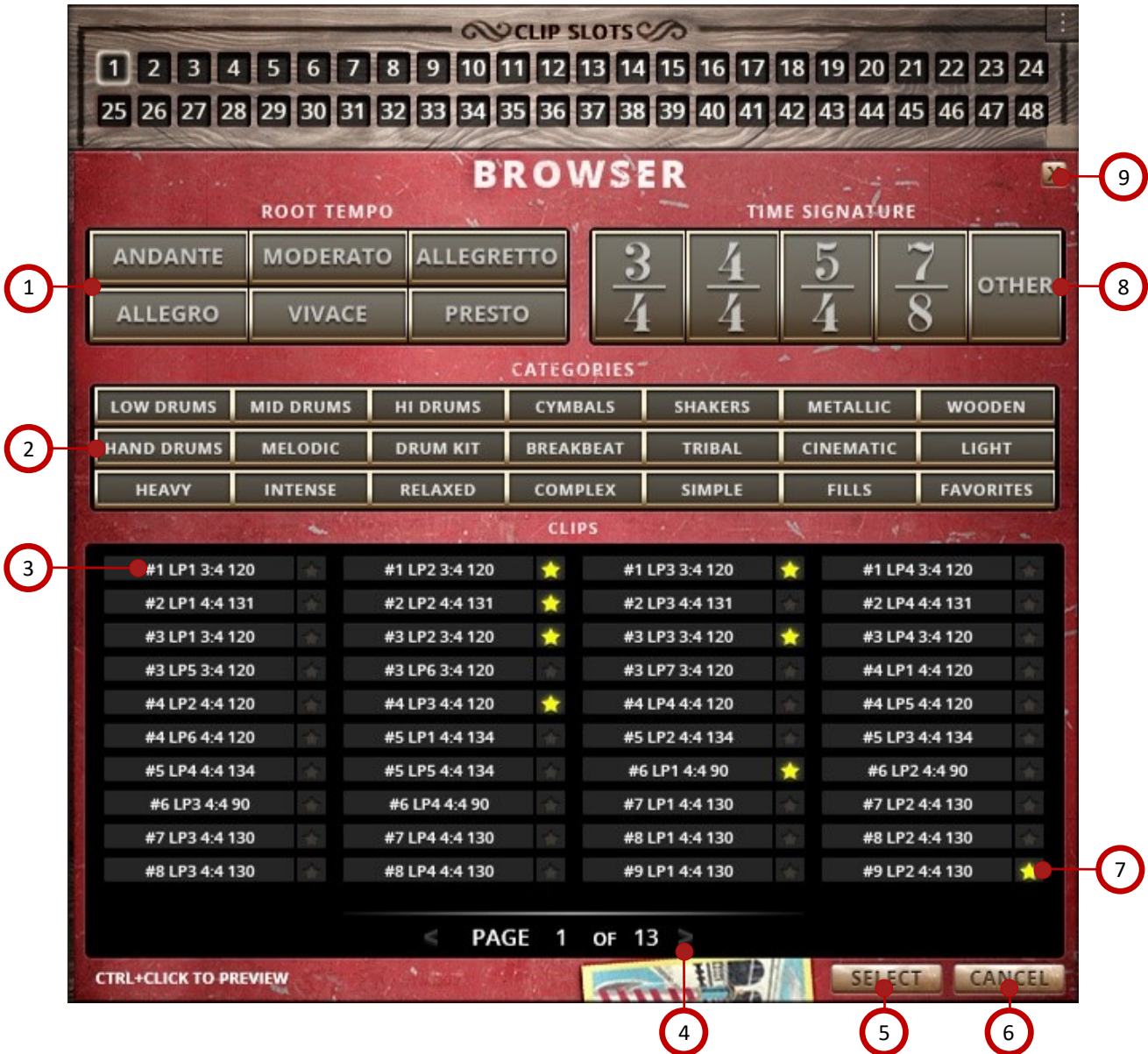
1 - ROOT TEMPO FILTER TAG grid
These tag buttons allow you to filter the displayed clips down to specific tempo categories.

2 - CATEGORY FILTER TAG grid
These tag buttons allow you to filter the displayed clips down to specific style categories, including the Favorites list.

3 - CLIPS list window
This list shows all available loops, depending on the filter settings. The first value in the clip's name is the song number. The next part is the Loop number for the song. The next value is the time signature and the last value is bpm.

4 - PREVIOUS / NEXT Page arrow buttons
These buttons let you skip between pages in the browser.

5 - SELECT button
This loads the currently selected Clip into the currently selected Clip Slot.

6 - CANCEL
This closes the Browser window without changing the current Clip Slot's clip selection

7 - ADD-TO-FAVORITES star button
Click this to add the clip to your Favorites list for easy recall.

8 - TIME SIGNATURE FILTER TAG grid
These buttons filter clips down to specific time signatures.

9 - CLOSE BROWSER button
Closes the window without changing the current selection.

MULTI-TRACK PRESET

The Multitrack Preset allows you to play back up to 4 separate clips at a time. Each track has the same independent feature set as the master stereo preset. Each track includes 12 clip slots that can each store their own parameters. Please be aware that this preset has large ram and CPU requirements due to the large number of clips and the fundamental requirements of the tempo-synching and time-stretching engine. There are special keyswitches that you can also use with this preset to control individual Track clip selection and playback. **See Page 16 for more info.**
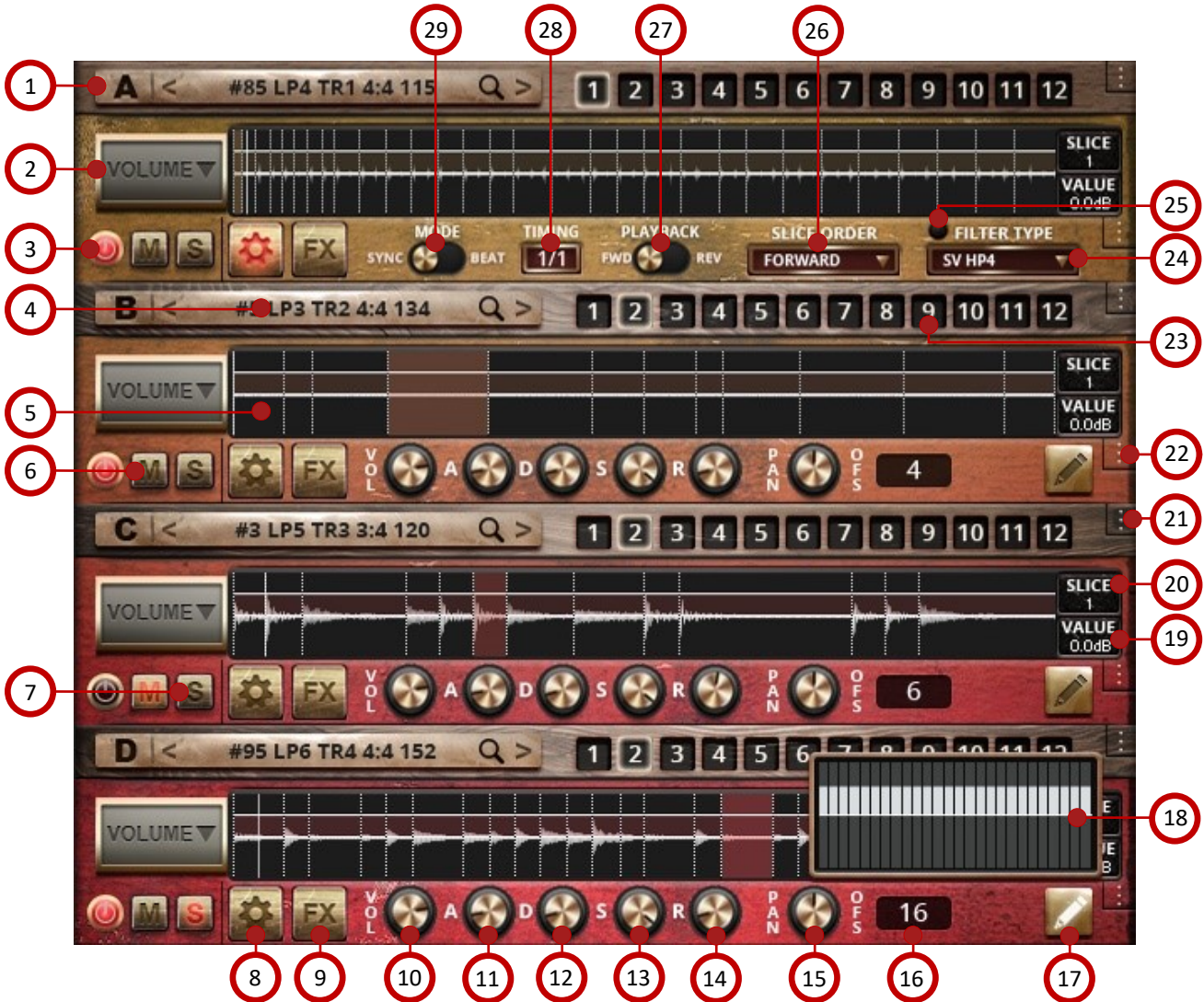
1 - TRACK LETTER
This is the track identifier.

2 - Slice Graph Parameter Menus
This selects the slice graph shown for each track. Options include Volume, Pitch, Pan, Filter Cutoff and Filter Resonance. The functionality and features of the slice graph is the same for each track as the main slice graph in the master stereo preset.

3 - TRACK ON / OFF button
This turns each track on and off.

4 - BROWSER menu buttons
This button shows you the currently loaded clip. Clicking it opens up the clip browser window. **See Page 11 for details.**

5 - WAVEFORM window
This displays the waveform for the current clip and allows you to select individual slices of the beat.

6 - MUTE button
This mutes the track.

7 - SOLO button
This solos the track.

8 - OPTIONS panel button
Shows the track tempo sync, slice order and filter controls.

9 - FX window pop-up button
This pop-up button opens the track effects window. **See Page 15 for more details.**

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10 - VOLUME knob
This controls the volume of the currently loaded clip.

11 - ATTACK knob
This knob controls Attack for the slices in the current clip.

12 - DECAY knob
This knob controls Decay time for the slices in the clip.

13 - SUSTAIN knob
This knob controls the Sustain level for the current clip.

14 - RELEASE knob
This knob controls the slice Release time for the clip.

15 - PAN slider
This controls the stereo pan position for the slices in the current clip.

16 - OFFSET value
This numeric value field lets you shift the clip playback start position to any slice in the clip.

17 - QUICK DRAW button
This opens the quick draw graph for the current parameter.

18 - QUICK DRAW graph
This pop-up window lets you quickly draw across all steps for the current parameter graph with your mouse.

19 - VALUE display
This shows the current slice value for the currently shown parameter graph (Volume, Pitch, Pan, Cutoff, Resonance).

20 - SLICE Number
This display shows the currently selected slice number.

21 - CLIP SLOT MACRO menu
This menu provides several time-saving macros for the Clip Slot grid for each track:

- **Fill All Slots Randomly** assigns a random clip to all slots.

- **Randomize Slice Volume** applies random Volume values to all of the slices in the current clip slot.

- **Randomize Slice Pitch** applies random Pitch values to all of the slices in the currently loaded clip slot.

- **Randomize Slice Pan** applies random Pan values to all of the slices in the currently loaded clip slot.

- **Randomize Slice Cutoff** applies random Filter Cutoff values to all of the slices in the current clip slot.

- **Randomize Slice Resonance** applies random Resonance values to all slices in the currently loaded clip slot.

22 - ADSR / OPTIONS MACRO menu
This menu provides several time-saving macros. In this preset, the macro menu options depend on whether the track is showing it's Options controls (control #8 on page 12)

or the regular ADSR control knob view. In the ADSR macro menu, you'll see these options:

- **Copy ADSR** copies all of the Clip ADSR settings.

- Once you Copy ADSR and then select another clip in the Clip Slots grid, a **Paste ADSR** item will appear in the macro menu, allowing you to paste your copied ADSR knob values from one clip to another.

- **Copy ADSR To All Slots** lets you apply your current clip ADSR knob values to all Clip Slots.

- **Reset ADSR** returns the current clip ADSR values to default.

In the Options macro menu, you'll see these options:

- **Copy Options** copies all of the Clip engine, filter and time settings.

- Once you Copy Options and then select another clip in the Clip Slots grid, a **Paste Options** item will appear in the macro menu, allowing you to paste your copied settings from one clip to another.

- **Copy Options To All Slots** lets you apply your current clip settings to all Clip Slots.

- **Reset Options** returns the current clip to default.

23 - CLIP SLOTS grid
This grid includes 12 clip slots that you can load with any of the many loops included in the Browser's clip list. To change the clip assignment for one of the slots, click on the slot number and then choose a new clip from the Browser.

24 - FILTER TYPE menu
You can choose between 12 filter types to apply to the clip.

25 - FILTER ON / OFF button
This radio button turns the clip filter on or off.

26 - SLICE ORDER menu
This menu selects slice playback order, allowing you to play slices from first-to-last, last-to-first or in random order.

27 - PLAYBACK DIRECTION switch
This controls sample playback direction. FWD lays the sample in the normal forward direction. REV plays the clip audio back in reverse.

28 - TIMING menu
This menu selects a time signature multiplier, to set clip playback to half-time, regular time and double-time modes.

29 - BEAT / SYNC tempo lock mode switch
This selects the Kontakt tempo-syncing engine mode to use.

- **Sync** mode stretches slices based on the tempo, so there are no gaps between slices. This works best for tempos slower than the original clip tempo.

- **Beat** mode separates slices and locks them to tempo without changing the speed of each slice. This works best for tempos close to the clip tempo.

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CLIP FX CHAINS

All presets include the Clip FX area that allows you to apply various effects to each individual clip slot. In the stereo Master and single-track presets, there is a single master FX chain that you can open by clicking the FX button in the lower left area of the UI. In the Multitrack preset, each track has its own FX button and its own independent modular FX chain. You can choose any order you like for the first 6 slots in each FX chain. Simply click on the tabs below the effects to select the effect type you wish to plug into that slot in the chain. To turn the effect one or off once it's loaded, click the small radio button on the right side of its tab.
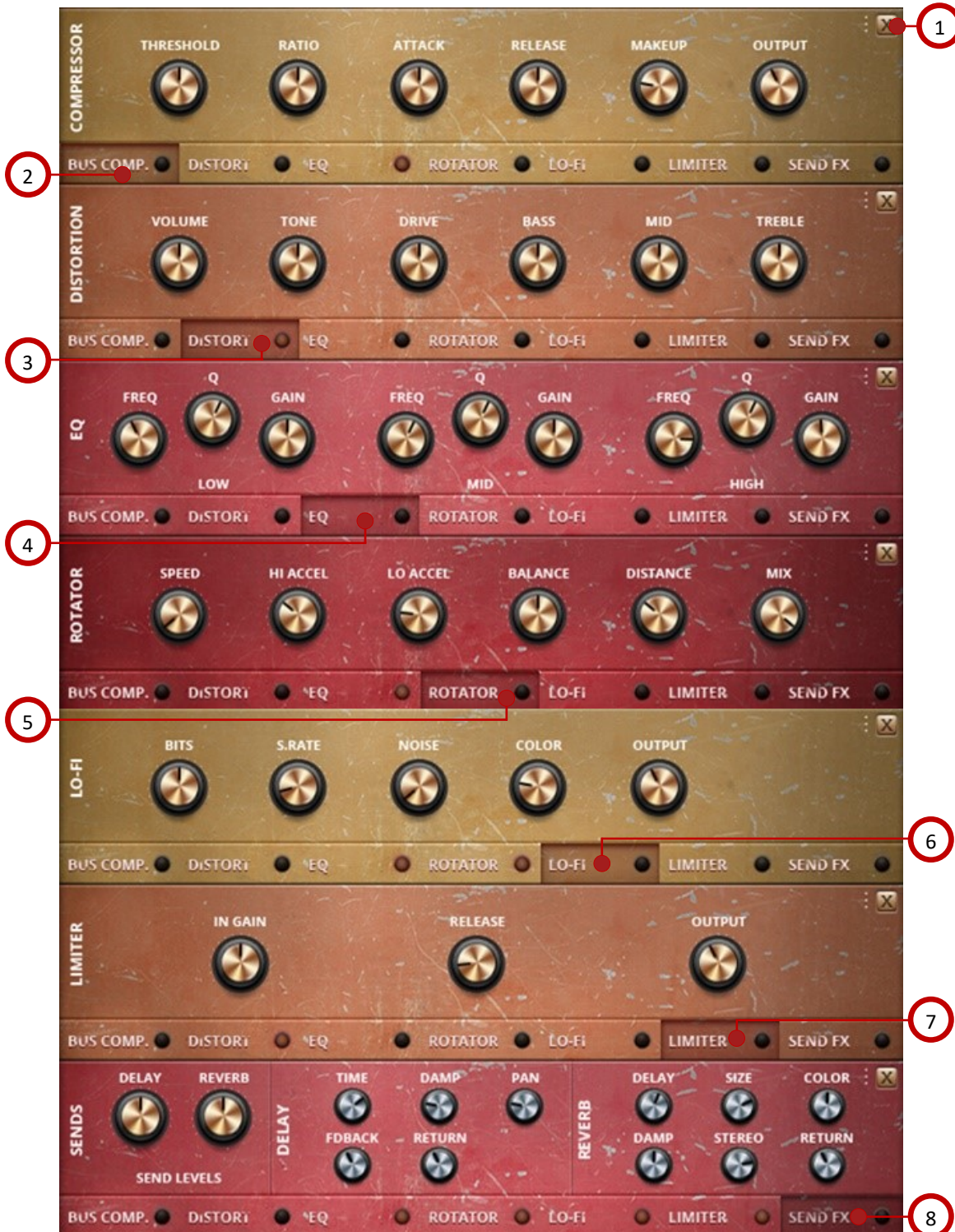
CLIP FX CHAINS (CONTINUED)

1 - CLOSE FX MODULE buttons
This buttons closes the clip FX chain area.

2 - BUS COMPRESSOR button
Clicking this tab shows the Bus Compressor controls. Turning on the radio button activates the effect.

- **Threshold knob -** This adjusts the signal threshold needed before compression is applied.
- **Ratio knob -** This controls the ratio of gain added or removed based on incoming signal level above the threshold.
- **Attack knob -** This controls the compressor attack speed once signal exceeds the threshold
- **Release knob -** This controls the release speed once signal drops below the threshold.
- **Makeup knob -** This adjusts the additional make-up gain to add to the output after compression is applied

3 - DISTORTION button
Clicking this tab shows the Distortion controls. Turning on the radio button activates the effect.

- **Volume knob** - This sets the overall output volume.
- **Tone** - This sets the overall signal tone.
- **Drive -** This knob controls the amount of gain added.
- **Bass, Mid & Treble knobs** - These knobs control the low, mid and high frequency gain.

4 - EQ button
Clicking this tab shows the EQ controls. Turning on the radio button activates the effect.

- **Low, Mid and Hi Frequency knobs -** These control the center frequency of the low, mid and high frequency EQ bands.
- **Low, Mid and Hi Q knobs -** These control the bandwidth of the low, mid and high frequency bands.
- **Low, Mid and Hi Frequency Gain sliders -** Use these to adjust the level of the low, mid and high EQ bands.

5 - ROTATOR button
Clicking this tab shows the Rotator controls in the Multitrack preset. Turning on the radio button activates the effect. In the master stereo and individual track presets, this effect is replaced with the STEREO effect, which includes Spread, Pan position and Output level knobs.

- **Speed -** This button toggles between fast & slow speaker cabinet rotation speeds.
- **Hi Acceleration** - The high frequency acceleration rate.
- **Lo Acceleration** - The low frequency acceleration rate.
- **Balance -** Controls the low/high frequency balance.
- **Distance -** Use this knob to adjust the simulated distance between the speaker and the microphone.
- **Mix** - This sets the overall wet/dry mix.

6 - LOFI button
Clicking this tab shows the LoFi controls. Turning on the radio button activates the effect.

- **Bits knob -** This sets the level of bit depth reduction.
- **Sample Rate knob -** This sets the level of sample rate quality reduction.
- **Noise knob-** This knob adds noise to the signal.
- **Color knob -** This knob adjusts tone brightness and apparent fidelity.
- **Output knob** - This sets the overall output volume.

6 - LIMITER button
Clicking this tab shows the Limiter controls. Turning on the radio button activates the effect.

- **In Gain -** This sets the signal input level.
- **Release -** This sets the limiter release time.
- **Output -** This sets the signal output level.

7 - Send FX button
Clicking this tab shows the Send FX controls, which include Delay and Convolution Reverb. Turning on the radio button activates the effect. Send FX are post track effects, so the control values are shared across all tracks. However, each track can have it's own individual send levels for the Delay and Reverb modules.

Delay
- **Delay send knob -** Controls how much dry signal is sent to the effect.
- **Time knob -** This controls the echo rate. In synch mode, it changes time signature by note divisions.
- **Damp knob -** This controls high frequency roll-off **Pan knob -** This controls the left-right ping pong effect.
- **Feedback knob** - This controls delay loop feedback
- **Return knob -** This adjusts the wet signal output level.

Reverb
- **Reverb send knob -** Controls how much dry signal is sent to the effect.
- **Delay knob -** This sets the pre-delay level.
- **Size knob -** This controls the room size.
- **Color knob -** This controls reverb tone.
- **Damp knob** - This controls high frequency roll-off.
- **Return -** This adjusts the wet signal output level.

KEYBOARD DISPLAY

The Kontakt presets display colored keys in Kontakt's keyboard view panel. To show the keyboard view, press F3 or click the window menu at the top of Kontakt. This key coloring is also shown in Native Instruments' Komplete Kontrol software and all S-Series Keyboards and other NKS Standard compatible software and hardware.

MASTER STEREO PRESET KEY SWITCHES
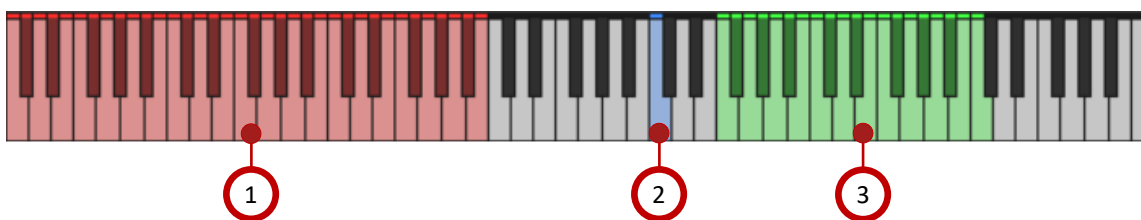
1 - CLIP SELECTION key-switches
Pressing one of these 48 midi keys will change the Clip currently selected in the Clip Slot grid.

2 - PLAYBACK key
While this midi key is held down, the currently loaded clip will continue to play infinitely.

3 - SLICE TRIGGER keys
These keys trigger the first 42 beat slices individually, allowing you to construct your own beats from the raw slices.

MULTI-TRACK PRESET KEY SWITCHES

1 - CLIP SELECTION key-switches
Pressing one of these midi keys will change the Clip currently selected in the Clip Slot grid for each track. Each of the 4 tracks has its own set of 12 key switches. Track 1 switches are yellow, Track 2 switches are orange, Track 3 switches are light red and Track 4 switches are darker red.

2 - PLAYBACK key
While these 4 midi keys are held down, the currently loaded clip in each Track will play infinitely. These playback keys can be played back individually or together.

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DSP EFFECTS RACK

The FX Rack tab gives you direct access to 18 of Kontakt's built-in special effects and dynamic processors. These effects apply globally to the instrument, This panel is accessible in all presets by clicking on the FX Rack tab button at the bottom of the instrument UI. Signal flows from left to right in each row and goes down from there. The last two sockets are Post Send effects, mixed in at the final stage before signal output. To change the effect loaded into any specific rack module socket, click on the down arrow menu in its top left corner.

FX CHAIN PRESETS

Select Preset menu - This menu lets you select from any of our stock presets and any custom presets you create.

Save button - Once you've customized your FX chain, you can save it for later use in this rack by pressing this.

Delete button - Use this to delete the currently selected custom preset. Factory presets can't be deleted.

Reset button - This unloads all effects and resets the entire FX rack to its default state.

Descriptions and control definitions for all effect modules are on the next 4 pages...

JUMP

Power switch - Toggles the amp simulation on and off.

Boost button - This boosts the incoming signal strength.

Drive knob - This controls the amount of gain added.

Tone knob - This shapes tone brightness.

Low, Mid & High knobs - These control the low, mid and high frequency gain.

Vol knob - This sets the overall output volume.

DISTORTION

Power switch - Toggles the distortion on and off.

Drive knob - This knob controls the amount of gain added.

Damping knob - This shapes tone brightness.

Output knob - This sets the overall output volume.

DELAY

Power switch - Toggles the delay on and off.

Synch button - This synchronizes the rate to your BPM.

Rate knob - This controls the echo rate. In synch mode, it changes time signature by note divisions.

Damping knob - This controls high frequency roll-off

Pan knob - This controls the left-right ping pong effect.

Feedback knob - This controls delay loop feedback

Mix knob - This adjusts the wet/dry output mix.

REVERB

Power switch - Toggles the convolution reverb on and off.

Type menu - This menu selects the environment category.

Impulse menu - This menu selects the impulse response. There are 139 unique reverb and FX spaces to choose from.

Size knob - This controls the reflection decay time.

Lopass knob - This controls high frequency roll-off.

Hipass knob - This controls low frequency cut-off

Mix - This adjusts the wet/dry output mix.

AMP

Power switch - Toggles the amp on and off.

Drive knob - This controls the amount of gain added.

Bass, Mid & Treble knobs - These knobs control the low, mid and high frequency gain.

Volume knob - This sets the overall output volume.

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TRANSIENT MASTER

Power button - Toggles the dynamic processor on and off.

Attack knob - This controls the amount of signal boost or cut for the note attack transient.

Sustain knob - This controls the sustain volume following a transient, shaping the fullness of the sound.

Gain knob - This controls the amount of gain added to the output signal.

CABINET

Power switch - Toggles the speaker simulation on and off.

Model menu - Selects the model of speaker to simulate.

Size knob - Controls the simulated size of the speakers.

Air - Use this to adjust the simulated distance between the speaker and the microphone.

Treble & Bass knobs - These adjust the level of the low and high EQ bands.

Output knob - This sets the overall output volume.

FILTER

Power button - Toggles the filter on and off.

Type menu - This menu lets you select from dozens of low pass, high pass, band pass, notch, ladder and other filter types.

Cutoff/Talk knob - This controls the filter cutoff and/or peak frequency.

Resonance/Sharpness knob - This controls the amount of resonance added at the cutoff or peak node.

Gain/Size knob - This controls signal pass-through level.

FLANGER

Power switch - Toggles the flanger on and off.

Synch button - This synchronizes the rate to your BPM.

Rate knob - Controls the modulation rate, in milliseconds or note length divisions if Synch is off.

Feedback knob - This adjusts the amount of feedback.

Phase knob - This controls the phase.

Depth knob - This controls the depth of the sweep.

Mix knob - This adjusts the wet/dry output mix.

COMPRESSOR

Power switch - Toggles the compressor on and off.

Threshold knob - This adjusts the signal threshold needed before compression is applied.

Ratio knob - This controls the ratio of gain added or removed based on incoming signal level above the threshold.

Attack knob - This controls the compressor attack speed once signal exceeds the threshold

Release knob - This controls the release speed once signal drops below the threshold.

Makeup knob - This adjusts the additional make-up gain to add to the output after compression is applied.

David Oliver's **RHYTHMIC ODYSSEY**

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LO FI

Power button - Toggles bit destruction on and off.

Bits knob - This sets the level of bit depth reduction.

Sample Rate knob - This sets the level of sample rate quality reduction.

Noise knob- This knob adds noise to the signal.

Color knob - This knob adjusts tone brightness and apparent fidelity.

Output knob - This sets the overall output volume.

PHASER

Power Button - Toggles the phaser on and off.

Synch button - This synchronizes the rate to your BPM.

Rate knob - Controls the modulation rate, in milliseconds or note length divisions if Synch is off.

Feedback knob - This adjusts the amount of feedback.

Phase knob - This knob controls the phase center.

Depth - This controls the depth of the phase sweep.

Mix knob - This adjusts the wet/dry output mix.

ROTATOR

Power Button - This turns the rotating speaker effect on and off.

Speed - This button toggles between fast & slow speaker cabinet rotation speeds.

Size - Use this knob to adjust the simulated size of the speaker cabinet.

Air - Use this knob to adjust the simulated distance between the speaker and the microphone.

Output - This sets the overall output volume.

SKREAMER

Power Button - Toggles the distortion effect on and off.

Drive - This knob controls the amount of gain added.

Tone - This sets the overall signal tone.

Bass & Bright - These control low & high frequency gain

Clean - This sets the amount of clean signal pass-through.

Output - This sets the overall output volume.

STEREO MODEL

Power Button - Toggles the stereo image effect on and off.

Spread - This knob controls the stereo width of the signal. It ranges from centered mono to ultra-wide stereo.

Pan - This knob sets the final left-right stereo pan direction of the processed signal.

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EQ

Power button - Toggles the effect on and off.

Low, Mid and Hi Frequency Gain sliders - Use these to adjust the level of the low, mid and high EQ bands.

Low, Mid and Hi Frequency knobs - These control the center frequency of the low, mid and high frequency EQ bands.

CHORUS

Power Button - Toggles the effect on and off.

Synch button - This synchronizes the rate to your BPM.

Rate knob - Controls the modulation rate, in milliseconds or note length divisions if Synch is off.

Phase knob - This controls the phase.

Depth knob - This controls the depth of the chorus sweep.

Mix knob - This adjusts the wet/dry output mix.

TAPE SATURATOR

Power button - Toggles the effect on and off.

Gain knob - This controls the amount of gain added.

Warm knob - This allows you to add tonal warmth

Rolloff knob - Controls high frequency attenuation.

Volume knob - This knob controls the overall output level.

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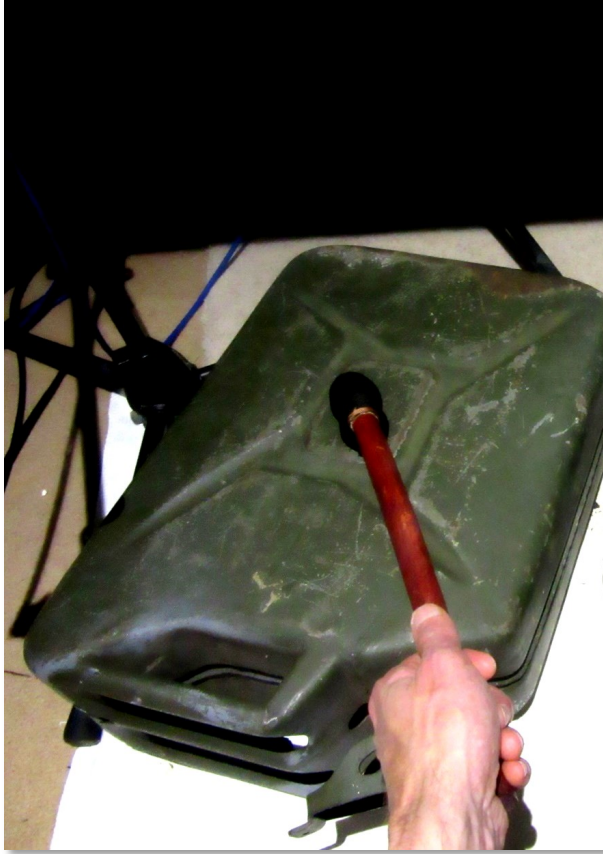*David Oliver's* **RHYTHMIC ODYSSEY**

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RHYTHMIC ODYSSEY

David Oliver's

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BASS DRUM 18''

BASS DRUM 22''

CALABASH

CHU DAIKO

**CHU DAIKO
BASS DRUM**

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BOX DRUMS

CAJON

CAJONICO

COCONUT DRUM

HEX WOOD BOX

SOUNDIRON

CONGAS

DJEMBE LARGE

BODHRAN 18"

FRAME DRUM 24"

OCEAN DRUM

DJEMBE TALL

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SOUNDIRON

FRAME DRUM 10"

CEREMONIAL FRAME DRUM 15"

FRAME DRUM 15"

FRAME DRUM 8"

DHOL

BONGOS

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TAMBOURINE HEADED

DJEMBUKA

WOODEN JINGLE

UDUS

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AGOGO BELLS

BELLS/CHIMES

BICYCLE SPOKES

COWBELLS AFRICAN

DUN BELL

DJEMBE RATTLE

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FINGER CYMBALS

GRILL

HI HATS 14" & MINI 10"

JERRY CANS

MAMBO COWBELL

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SPARK SHAKER

CYMBAL

STREET FX CRASH

TRIANGLE

GONG

TIN CAN

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ENGINE TUBE PLASTIC

BUCKET

THUNDER STICK

VIBRASLAP

WICKER BUNDLE

TAMBOURINE STICK

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TAMBOURINE

TAMBOURINE MINI

BAMBOO RAINSTICK LIGHT

RAINSTICK LONG BAMBOO

FOOT TAMBOURINE

CAJON JINGLE

RHYTHMIC ODYSSEY

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BELL GOURD RATTLE

CAXXIS

CAXXIS BOTTLE TOP

WATERFALL NUTSHELL SHAKER
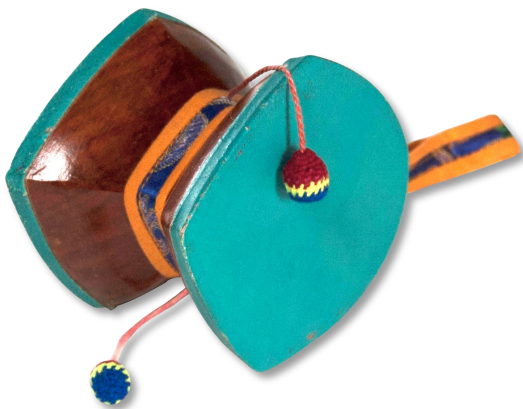
TIBETAN PRAYER DRUM

SEA SHELL SHAKER

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SEED POD RATTLE SMALL

SEED POD SHAKER

SEED POD TRIO DOUBLE SHAKER

SEED POD SHAKERS LONG

SEED SHELL RATTLE

SHEEP NAILS RATTLE

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CABASSA BEADS COCONUT

CHEKERE

CABASSA

PICCOLO CABASSA

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MARACA

ONE HIT FINGER SHAKERS

HIDE EGGS SHAKER

DUMBELL SHAKERS SOFT

WOOD EGG SHAKER

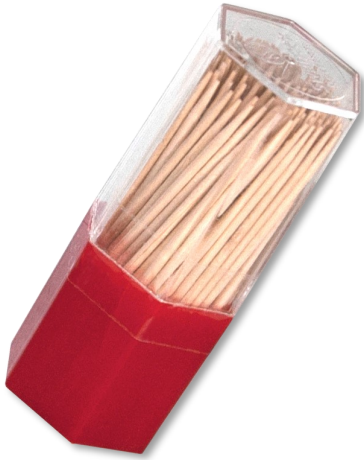**UFO FINGER SHAKER**

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CUBE SHAKER

CAJON SHAKER LONG

COCKTAIL STICKS SHAKER

EGG SHAKERS
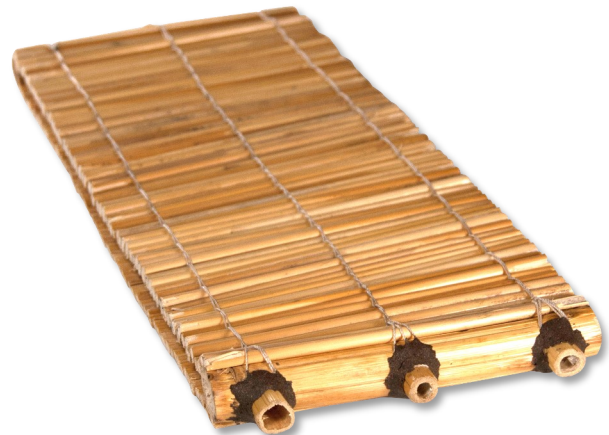
COCONUT SHAKER

FLAT RAINSTICK

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HEADED SPARK SHAKERS

HEX SHAKER

GOURD GUIRO SHAKER

SHAKER WOODEN SPHERE

RAINSTICK VINE SHAKER

SHAKER BAMBOO

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REED SHAKER

TALKING SHAKERS

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STICK DRUMS

SNARE DRUM BRASS

SNARE DRUM WOOD

DUN DUN

TALKING DRUM

DRUM KIT

SANG BAN

SOUNDIRON

TOM 10"

TOM 12"

TOM 14"

GOBIJEU

KALIMBA

WATER DRUMS

MARIMBA BAMBOO

BALAFON

MOUTH BOW HARP

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SOUNDIRON

WINE GLASS

RHYTHMIC ODYSSEY

David Oliver's

SOUNDIRON

WOOD HOLLOW

SLIT DRUM BAMBOO 1

SLIT DRUM BAMBOO 2

KRIN LOG DRUM

CLAVES BAMBOO

GUIRO FROG SMALL

GUIRO FROG LARGE

RHYTHMIC ODYSSEY

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GUIRO

CLAVES AFRICAN

**WOODBLOCK DARK
FLAT SMALL**

WOOD BLOCK

**STICK WOOD BLOCK
CYLINDER**

TEMPLE BLOCKS

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WOOD SOLID

CLAVES LATIN

CLAVES AUTRALIAN

POLE

STICKS

LOGS

PINE STICKS

SOUNDIRON

BELL TREE BAMBOO

TABLE STAND

RHYTHMIC ODYSSEY

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THANKS FROM THE WHOLE SOUNDIRON TEAM!

Soundiron is a virtual instrument and sound library developer founded in 2011 by sound artists and instrument designers Mike Peaslee, Gregg Stephens and Chris Marshall. We are based in the San Francisco Bay area, in California. We are driven every day to capture all of the sonic flavors that this world has to offer. Our mission is to record them in deep detail and carefully craft them into living-breathing virtual instruments that inspire you to play and create the music and sound you hear in your heart. Each library is crafted to deliver the greatest possible realism, outstanding acoustic quality, natural real-time playability, and intuitive and flexible controls and unique sound-shaping options. We hope these tools make your composition and sound design work a breeze, so you can spend more time creating. If you enjoy this instrument, we hope you'll check out some of our other awesome sound libraries. If you have any questions or need anything at all, just let us know. We're always happy to hear from you at **support@soundiron.com**!

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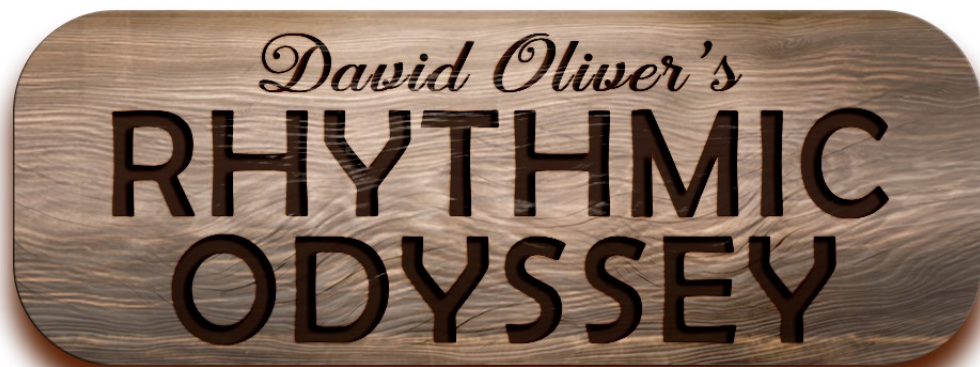Tabitha Hsia

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David Oliver's RHYTHMIC ODYSSEY

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